call void @llvm.dbg.value(metadata ptr %a, metadata !49, metadata ...!DIExpression()), !dbg !58 call void @llvm.dbg.value(metadata ptr %b, metadata !50, metadata ...!DIExpression()),!dbg!58 call void @llvm.dbg.value(metadata ptr %c, metadata !51, metadata ... !DIExpression()), !dbg !58 call void @llvm.dbg.value(metadata ptr %cond, metadata !52, metadata ...!DIExpression()),!dbg!58 call void @llvm.dbg.value(metadata i32 %n, metadata !53, metadata ...!DIExpression()), !dbg !58 %call = tail call double @getTimeMiliSeconds(), !dbg !59 call void @llvm.dbg.value(metadata double %call, metadata !55, metadata .. !DIExpression()), !dbg !58 %0 = load i32, ptr @EventSet, align 4, !dbg !60, !tbaa !62 %call1 = tail call i32 @PAPI start(i32 noundef %0) #10, !dbg !66 call void @llvm.dbg.value(metadata i32 %call1, metadata !54, metadata .. !DIExpression()), !dbg !58 %cmp.not = icmp eq i32 %call1, 0, !dbg !67 br i1 %cmp.not, label %for.cond.preheader, label %if.then, !dbg !68 if.then: for.cond.preheader: %1 = load ptr, ptr @stderr, align 8, !dbg !73, !tbaa !75 call void @llvm.dbg.value(metadata i32 0, metadata !56, metadata %call2 = tail call i32 (ptr, ptr, ...) @fprintf(ptr noundef %1, ptr noundef ...!DIExpression()),!dbg!69 ... nonnull @.str, i32 noundef %call1, ptr noundef nonnull @.str.1, i32 noundef %cmp349 = icmp sgt i32 %n, 0, !dbg !70 br i1 %cmp349, label %for.body.preheader, label %for.cond.cleanup, !dbg !72 ... 125) #11, !dbg !73 tail call void @exit(i32 noundef %call1) #12, !dbg !73 unreachable, !dbg !73 for.body.preheader: %wide.trip.count = zext i32 %n to i64, !dbg !70 br label %for.body, !dbg !72 for.body: %indvars.iv = phi i64 [0, %for.body.preheader], [%indvars.iv.next, ... %for.inc] call void @llvm.dbg.value(metadata i64 %indvars.iv, metadata !56, metadata .. !DIExpression()), !dbg !69 %arrayidx = getelementptr inbounds i8, ptr %cond, i64 %indvars.iv, !dbg !82 %3 = load i8, ptr %arrayidx, align 1, !dbg !82, !tbaa !85, !range !87 %tobool.not = icmp eq i8 %3, 0, !dbg !82 br i1 %tobool.not, label %for.inc, label %if.then4, !dbg !88 %arrayidx6 = getelementptr inbounds i32, ptr %a, i64 %indvars.iv, !dbg !89 %4 = load i32, ptr %arrayidx6, align 4, !dbg !89, !tbaa !62 %4 = 10ad 132, ptr %arrayidx0, angli 4, !dbg !03, !tbda !02 %arrayidx8 = getelementptr inbounds i32, ptr %b, i64 %indvars.iv, !dbg !92 %5 = load i32, ptr %arrayidx8, align 4, !dbg !92, !tbaa !62 %cmp9 = icmp sgt i32 %4, %5, !dbg !93 br i1 %cmp9, label %if.then10, label %for.inc, !dbg !94 F if.then10: %arrayidx12 = getelementptr inbounds i32, ptr %c, i64 %indvars.iv, !dbg !95 %6 = load i32, ptr %arrayidx12, align 4, !dbg !95, !tbaa !62 %cmp15 = icmp sgt i32 %6, %5, !dbg !98 br i1 %cmp15, label %if.then16, label %for.inc, !dbg !99 if.then16: %add = add nsw i32 %5, %4, !dbg !100 store i32 %add, ptr %arrayidx12, align 4, !dbg !102, !tbaa !62 br label %for.inc, !dbg !103 %indvars.iv.next = add nuw nsw i64 %indvars.iv, 1, !dbg !104 call void @llvm.dbg.value(metadata i64 %indvars.iv.next, metadata !56, .. metadata !DIExpression()), !dbg !69 %exitcond.not = icmp eq i64 %indvars.iv.next, %wide.trip.count, !dbg !70 br i1 %exitcond.not, label %for.cond.cleanup, label %for.body, !dbg !72, ...!llvm.loop!105 for.cond.cleanup: %2 = load i32, ptr @EventSet, align 4, !dbg !77, !tbaa !62 %call26 = tail call i32 @PAPI_stop(i32 noundef %2, ptr noundef nonnull ... @CounterValues) #10, !dbg !79 call void @llvm.dbg.value(metadata i32 %call26, metadata !54, metadata ...!DIExpression()), !dbg !58 %cmp27.not = icmp eq i32 %call26, 0, !dbg !80 br i1 %cmp27.not, label %if.end30, label %if.then28, !dbg !81 F if.then28: if.end30: %7 = load ptr, ptr @stderr, align 8, !dbg !109, !tbaa !75 %call29 = tail call i32 (ptr, ptr, ...) @fprintf(ptr noundef %7, ptr noundef ... nonnull @.str, i32 noundef %call26, ptr noundef nonnull @.str.1, i32 noundef %call31 = tail call double @getTimeMiliSeconds(), !dbg !111 %sub = fsub double %call31, %call, !dbg !112 ... 140) #11, !dbg !109 store double %sub, ptr @ExecutionTime, align 8, !dbg !113, !tbaa !114 tail call void @exit(i32 noundef %call26) #12, !dbg !109 ret void, !dbg !116 unreachable, !dbg !109